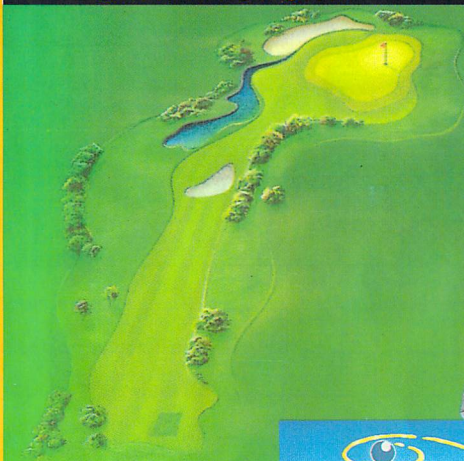


AMIGA CD³²

Commodore

NICK FALDOS GOLF

CHAMPIONSHIP




GRANDSLAM



NICK FALDO'S CHAMPIONSHIP GOLF

LOADING INSTRUCTIONS

1. Ensure that your CD32 is switched off.
2. Lift the drive lid then insert the CD making sure that the printed side of the CD is facing upward.
3. Close the lid and switch the machine on.

Loading will now take place automatically. Follow any on-screen instructions.

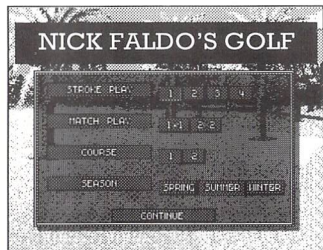
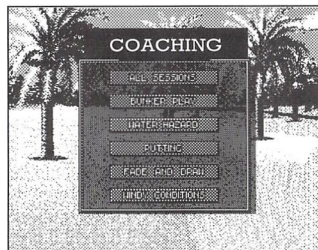
PLEASE NOTE: At any time while coaching or during a round of golf you can quit back to the game's title screens by pressing the Top right button.

COACHING

The coaching sessions allow the player to practice skills on particular hazards that will appear during a full game. When you select a hazard, Nick Faldo appears and gives you instructions on what you are expected to do. For further advice, press the Red button when the pointer is placed over the Nick icon.

The hazards you can practice are as follows:

ALL SESSIONS - Practice all of the sessions listed below.
BUNKER PLAY, WATER HAZARDS, PUTTING,
FADE + DRAW
WINDY CONDITIONS.



A ROUND OF GOLF

To play a round of golf, go to the main options screen and select the bottom option titled A ROUND OF GOLF. This will take you to the ROUND OF GOLF options screen. On this screen you can customise the kind of game you will be playing. Options are as follows:

STROKE PLAY (1) (2) (3) (4)

MATCH PLAY (1x1) (2x2)

COURSE (1) (2)

SEASON (SPRING) (SUMMER) (WINTER)

(CONTINUE)

STROKE PLAY: The object of stroke play is to complete a round of the course in the fewest strokes possible. The winner is the competitor that completes the course in the fewest strokes.

Press the Red button on the appropriate number for a 1-4 player stroke play competition. The box you have chosen will be highlighted.

The order of play at the beginning of the game is the order the players were selected from the roster. Shots thereafter are played furthest away from the hole. Players not on the green are always classed as being further away than those on the green.

The order of play on subsequent holes is played in order of honour (winner of last hole first, loser last).

MATCH PLAY: In match play, a hole is won by the side/person which holes its ball in the fewest strokes. A match consists of a full round of golf (18 holes) and is won by the side which is leading by a number of holes greater than the number remaining to be played.

If the teams are equal at the eighteenth hole the game goes to sudden death (starting with hole 1).

1x1 is a one on one competition and **2x2** is a competition between two teams of two golfers.

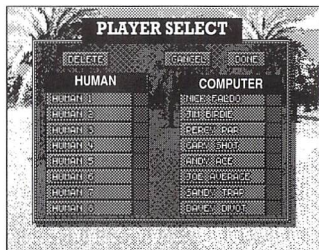
The order of play works in the same fashion as in stroke play except for the fact that a player can swap to his team mate to play first at any time (explained below).

COURSE: Lets you select which course to play. There are two courses supplied with "NICK FALDO'S CHAMPIONSHIP GOLF", course one is selected by pressing the Red button on the "1" icon, course two is selected by pressing the Red button on the "2" icon.

SEASON: Allows you to select which season to play in. The different seasons affect the amount of wind you will have to contend with and how the ball will behave on the ground due to the weather conditions. The seasons are as follows: **SPRING:** Weak wind, wet ground (ball bounces less)

SUMMER: Medium wind, medium ground. **WINTER:** Strong winds, hard ground

CONTINUE: Press the Red button on this icon to continue to the player selection screen.



PLAYER SELECTION

The PLAYER SELECTION SCREEN is used to choose who is playing. There are four human players who can play. To select one, press the Red button on the relevant "HUMAN (NUMBER)" icon. Repeat this procedure to add more players.

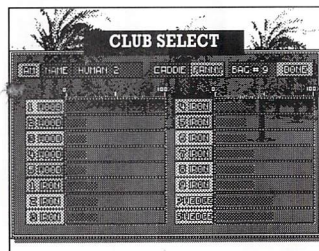
To change the player's name press the Red button on "DELETE", then press the Red button on the player whose name you wish to change. To enter a new name simply enter the letters using the pointer and the Red button. To delete a letter, press the Red button on the "DELETE" box. When

finished, press the Red button on the “DONE” box
 To select a computer opponent press the Red button on the relevant opponent icon. The players at the top of the screen are harder to beat than players at the bottom of the screen. Nick Faldo is the ultimate challenge - Number 1 at the top of the screen !
 Press the Red button on continue to progress to the CLUB SELECTION screen.

CLUB SELECTION

The CLUB SELECTION screen is used to select which clubs you prefer.

Select 13 clubs by pressing the Red button on the name of the clubs. The putter is provided automatically. The red bar next to the club name represents how strong each club is. You are able also to choose which caddie will accompany you around the course. Each caddie will give different comments/advice as you progress.



MULLIGAN OPTION

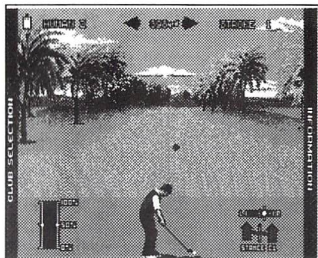
You are also able to select whether you wish to play in AMATEUR or PROFESSIONAL mode. In AMATEUR mode you have a MULLIGAN option. This allows you to retake a shot if you fail on your first attempt effectively letting you learn how to take shots so you can go on to play in PROFESSIONAL mode. After a shot is taken two boxes will appear and you will be asked if you want to play from the NEW or OLD position. Selecting OLD will result in you being able to MULLIGAN and take the shot again, selecting NEW puts you on to your new position so you can proceed with your next stroke. When you have selected your clubs and chosen your Caddy, press the Red button on the “DONE” icon in the top right corner to progress to the first Tee.

To help you choose your clubs, here is a list of the clubs and the distance they will hit the ball:

1 WOOD	275 yds	1 IRON	235 yds	7 IRON	160 yds
2 WOOD	260 yds	2 IRON	220 yds	9 IRON	135 yds
3 WOOD	250 yds	3 IRON	205 yds	8 IRON	148 yds
4 WOOD	235 yds	4 IRON	195 yds	9 IRON	135 yds
5 WOOD	215 yds	5 IRON	185 yds	PITCHING WEDGE (P/W)	120 yds
		6 IRON	172 yds	SAND WEDGE (S/W)	90 yds

These distances are based on the ball being hit cleanly from a tee, landing and rolling on a fairway with no wind using normal power in good Summer conditions.

PLEASE NOTE :- If you wish you can take less than 13 clubs onto the course if you feel confident enough.



THE GAME SCREEN

In the top left of the screen is the “CONTROLLER” icon. Press the Top left button to change between Joypad and Mouse.

GOLFER DIRECTION

To the right of this are the “CHANGE DIRECTION” icons. These are displayed as two direction arrows, one facing to the left and one facing to the right. Press the Red button to turn the golfer in the chosen direction by a few degrees each time. Repeat as required to rotate the golfer’s viewpoint.

DISTANCE TO PIN

At the top centre of the screen between the Golfer direction arrows is the “DISTANCE TO PIN” counter. This gives you the distance between your golfer and the pin in yards.

In the top right corner of the screen is the number of strokes (shots) that this golfer has played on this hole.

SWAP PLAYER (Match Play Only)

When playing in a team Match Play competition an extra icon appears in the top-right hand corner of the screen.. It is displayed as two rotating arrows and allows you to swap which one of your players is to take the next shot. When pressed, the other player in your team will appear ready to take the shot.

BALL SPIN (At the bottom right of the screen)

The ball spin option is comprised of two icons. The top icon selects back or top spin. This determines how far the ball will roll when it lands; top spin causes the ball to roll further and back spin reduces distance. This is displayed as a horizontal bar. Over the bar is marker which looks like a golf ball in the centre of cross-hairs. Move the marker left for back spin or right for top spin. Leaving the marker in the centre will result in a standard shot being taken.

DRAW AND FADE (At the bottom right of the screen)

Below this is the stance selector. Press the Red button on the left arrow to move your left foot back. Press the Red button again to move back further. This “OPENS” your stance and makes the ball curve to the RIGHT when hit, creating what is called a FADE.

Press the Red button on the right arrow to moves your right foot back and “CLOSE” your stance. This causes the ball to curve to the left and is called a DRAW.

DRAW and FADE allow the player to curve the ball around obstacles such as foliage and trees which may obstruct the view of the hole.

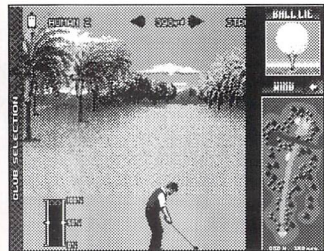
SHOT DIRECTION

In the centre of the screen is the direction icon. This is displayed as a small cross-hair and indicates the direction of the ball if a perfect shot is played. The direction is chosen by placing your pointer anywhere on the game screen (other than on the icons). The cross-hair will then be placed in the position which will be the direction you will be attempting to place your shot.

CLUB SELECTION (A pull out menu)

To the left of the screen is the Club Selection panel. This is used to select which club to take for the next shot. Move the pointer to this side of the screen and it will appear. Press the Red button on a club to select it for play (any club that is displayed in a stippled graphic has not been selected on the title screens and is not included in your bag).

INFORMATION PANEL (A pull out menu)

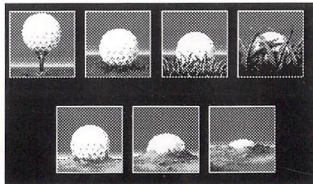
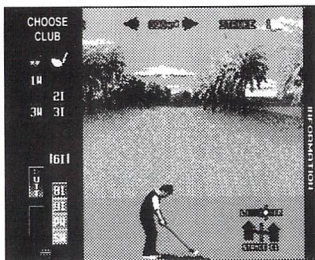


To the right of the screen is the information panel. Move the pointer to this side of the screen and it will appear automatically. This advises you on :-

BALL LIE : At the top of the panel is the “BALL LIE” indicator. This icon is very important as it displays the terrain on which your ball is currently positioned (rough, fairway, sand, etc). This is very important because where the ball is positioned affects the choice of club to be used. For example a low iron is needed in very rough terrain eg long grass or rough; a sand wedge is needed for bunker play.

WIND : Just below the ball lie indicator is the wind indicator. An arrow shows the direction of the wind and the size of the arrow indicates how strong it is, the larger the arrow, the stronger the wind.

NOTE - this only indicates the wind direction/strength overall. To see how to view the wind status over effects different parts of the entire hole see below, under ‘Course Map’.





COURSE MAP

Below this is the course map. This shows an overhead view of each hole. Below the map, the length of the hole is given plus the par of the hole.

NOTE :- you always face the pin after your first shot. press the Red button on the map to show the localised wind. This is important because there may be small gusts blowing even if there is no predominant wind.

PLAYING A SHOT

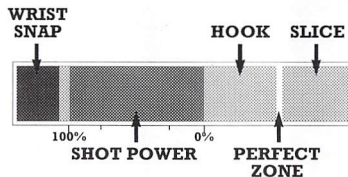
Select the club you wish to use then make any modifications to the ball spin or draw and fade (This has been detailed previously). Aim the shot by moving the cross-hair in the required direction. To execute, move the pointer to the golfer's feet until it changes into a curved arrow. Press the action button to initiate the swing.

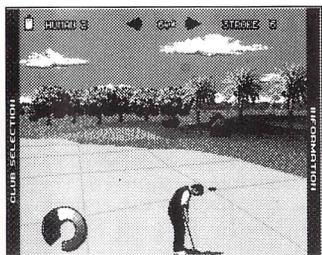
Once this is done the "SWING ICON" appears in the bottom-left corner of the screen. This is a thin horizontal bar split into various sections. Towards the right side of the bar is the "PERFECT" zone. From here a white line starts to extend

leftwards across the bar. The most important section of the bar is the red "SHOT POWER" zone. Press the button when the white line is in this section to set the required power. The left end of the zone provides greater power. Once the power is set, the white line reverses direction and heads back towards the "PERFECT" zone

Several options are now available. Pressing the button when the white line crosses the "PERFECT" zone will result in a perfectly straight shot (Provided there is no cross-wind). Pressing the button in the blue section between the red "SHOT POWER" zone and the "PERFECT" zone will result in a "HOOK". This causes the ball to fly left of the intended target. The closer you are to the "PERFECT" zone when you press the button, the less the ball is hooked. Pressing the button in the blue section to the right of the "PERFECT" zone (between the zone and the right end of the bar) will "SLICE" the ball. This causes the ball to fly right of the intended target. The closer you are to the "PERFECT" zone when you press the button, the less the ball is sliced.

The last option available is the "WRIST SNAP". This is a technique for adding approximately 10% extra power to a shot. To execute a "WRIST SNAP", start a shot as normal but let the white line reach the left edge of the "SWING ICON" (This is a small brown section). The wrist snap is automatically performed. Unfortunately, hitting the "PERFECT" zone is now more difficult as the white line travels at twice its original speed. The "WRIST SNAP" is only recommended for the experienced golfer.





PUTTING.

When using the putter the “Power” icon and “Swing” icon are replaced by a single icon representing the strength of the putt. Move the pointer to the golfer’s feet so it changes to a curved arrow and press the Red button. The power will start to increase. Press the Red button again to stop it and the putt will be attempted.

When on the green you are given the aid of a grid that helps to show the undulation of the green. Use the curvature of the green for accurate putting.

BUNKER PLAY

When in the bunker you need the following combinations of club/stance depending on the lie of the ball:

1. Ball Resting on Top of Sand - A normal stance is needed and a 6 iron or higher should be used.
2. Ball Partially Buried - An open stance should be used and the club to use is the Sand Wedge.
3. Plugged Ball - Close your stance, use top spin and the club to use is again, the Sand Wedge.

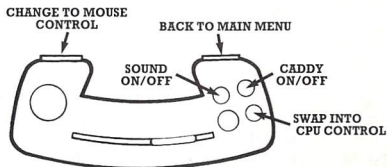
THE SCORE CARD

After each hole has been completed by all players the score card is displayed. This shows you how many shots taken to reach the hole played against how many it should have taken - par (displayed to the left of the player scores). At the bottom of the card is the total shots played and to the left is the total par for the course.

The card displays the current nine holes you are playing. To see the other nine holes press the Red button the rotating arrow symbol in the top-right hand corner of the score card.

HOLE	PAR	SCORE	PL 1
1	3	3	
2	4		
3	5		
4	4		
5	3		
6	4		
7	5		
8	4		
9	5		
10	4		
11	3		
12	4		
13	5		
14	4		
15	5		
16	4		
17	5		
18	4		
TOTAL	72		

ADDITIONAL CONTROLS



CHAMPIONSHIP COURSE DISKS

Grandslam will be developing disks of world famous Championship courses for use with Nick Faldo's Championship Golf. These will be available to order. Special prices can be obtained by providing your details on the enclosed tear-off reply form and you will be informed when these course disks will be available.

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CREDITS

Game design by Grandslam and Images Software.

Programming, computer visuals and audio by Images Software

CD32 programming by Tony Mack

Addition programming by Mike Archer

Original Amiga programming by Andrew Perkins.

Graphics by Alan Weaver, Andy Pang and Andy Oakley

Packaging and manual by Stylus Design, Croydon.

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Special thanks to Nick Faldo; John Simpson and Julie White for this very special product.

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NICK FALDO'S CHAMPIONSHIP GOLF

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NICK FALDO'S GOLF

CHAMPIONSHIP




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